Please NOTICE our new address!

P. O. Box 19858

West Allis, WI 53219-0858

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Calendar

October 16 6:30 P.M.

Board of Directors Meeting

Ground Round Hy 100 & Bluemound

October 19 Armbruster Meeting

2:00PM 'C' Class

3:30PM Music Programs Demos

by Ron Friedel

4:30PM Business Meeting

Nov. 5 ATRSIG Meeting

At Joe Kasper's home

ADENDA TO SCHEDULE
The BASIC class now has enough students and will begin classes. The Bacis class will meet in room 109 beginning at 2:00 PM.

THE FUZZY NOLAN REVIEW
by Gary Nolan

HOLD ONTO YOUR HATS, FELLAS
(OR, HOLD YOUR BREATH CAUSE THE FUR'S GONNA FLY, AND YOU DON'T WANT FURRIES UP YOUR NOSE!!!)

First Atari and DRI had trouble getting some of the GEM programs working right, namely GEM-Write. Each blamed the other for changing the GEM portion of the OS. This forced Atari to bring out a version of AtariWriter for the ST so there would be a word processing program available. The new AW takes advantage of the ST's larger memory and the systems speed. The matter of who changed what probably won't mean a whole lot. Why? OK, I gonna tell ya. It seems that DRI signed an agreement with Apple to change GEM. It seems that Apple was ready to take DRI to court over the appearance of the DeskTop. Seems that Apple thought it looked a little too much like the Mac Desktop. The current version of GEM will not be sold after Nov. 15th. And any new products must "look and feel" different than the Mac software. This means that most of the software developed for the ST's will have to be re-done. No more trash cans, disk icons or other little Mac like goodies on your screen. Rumor has it that this is the opening shot in a new "Apple vs everybodyelse" battle. Flush from its victories against a couple of small time far east computer clone makers and one US firm, they want to move up a weight class and take on some heavier hitters. Like maybe Commodore/Amiga, Mouse Systems and Microsoft? To top off this turn of events, IBM announced that they will NOT market GEM. Oh well, Ya wins some, lose some and some are rained out. Maybe washed up is a better term.

On the bright side was the announcement of some new ST products. One was from Mark of the Unicorn, called PC/Intercomm. It's a communications program that lets you turn the ST into a VT100 terminal. Features include auto dial and log-on sequences, ability to capture a screen to disk or printer at any time, auto error checking of file transfer and you can communicate at speeds of up to 19,200 baud and the ability to exchange data with any computer or network.

Another product announced from Haba Systems was a 10Meg hard disk. It comes with its own power supply and interface cable and will work with the color monitor and is compatible with GEM DOS and GEM Mouse (OOPS!). All this for $700. Also announced were Haba Hippo-C, an integrated C-language development system that lets users create large applications. With it you can access GEM DOS systems calls. They also released Checkminder yet another checkbook program for your computer. Both programs list out at $80. Something a little different was the Business Letters program. It provides a library of 50 prewritten, predefined memo and letter formats which you can customize to your needs. Another different piece of software was Wills, and it includes 14 legally prepared documents which will help you to establish trust funds and a codicil form (say what?). Both these programs sell for $50.

One game that was announced was Wishbringer from Infocom. It's an interactive fiction (adventure, for you old hands) game. If you're into that type it's supposed to be pretty good. It sells for $35.

IT ALL ADS UP
(IF YOU KNOW HOW TO COUNT)

Atari has two new print ads out. The one that reminds us that they built the ST just for us. And the latest one that compares list prices for the MAC, IBM PC-AT and the Amiga and claims they're ripping off the buying public. And while Atari has tried to copy the Mac software in appearance, Commodore has been busy

CHRIS CRAWFORD ASSEMBLY LANGUAGE COURSE

EXCLUSIVELY FOR USE OF WORLDWIDE USERS NETWORK

LESSON THREE: LOGIC

BOOLEAN LOGIC

A great deal of programming involves the use of Boolean logic.
This is a standardized system for handling logical manipulations.
It's sort of like algebra for logic. You must understand Boolean
logic if you are to write assembly language programs, so let's
get started.

Where algebra deals with numbers, Boolean logic deals with
propositions.   Aproposition is just a statement such as "Fred
eats worms."   It can take only two possible values -- True or
False.   In our programs we seldom bother with broad and glorious
propositions such as "Love is the universal language of truth" or
"War is the extension of policy by other means".   Instead, we
normally deal with propositions such as "The joystick trigger has
been pressed," or "There is a diskette in the disk drive."

When we use Boolean logic with a computer, we may think in
terms of true andfalse, but the computer is actually working with
1's and 0's. We use the following convention: a 1 corresponds to
a Boolean value of "true", while a 0 corresponds to a Boolean
"false".

Using this system we can represent propositions inside the
computer. However, programming requires more than the mere repre-
sentation of data; we must also be able to manipulate that data.
This brings us to the Boolean operators. There are four common
Boolean operations necessary for most programming practices:

Not

This is the simplest of Boolean operators. It takes a single
Boolean value as an input and produces as its output the logical
converse of the input. Thus, a true input yields output, while a
false input generates a true input.

Or

This Boolean operator takes two Boolean values as its input
and generates a single Boolean value as its output. The value of
the output depends on the values of the inputs according to the
following rule: If one input is true OR the other value is true,
then the output is true. Otherwise, the output is false.
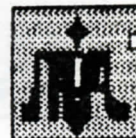
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And

This Boolean operator is just like the or-operator, except that it uses a different rule. Its rule is: If one input is true AND the other input is true, then the output is true; otherwise the output is false.

Exclusive-Or

This Boolean operator is just like the or-operator, except that its rule is: If one input is true, OR the other input is true, BUT not both are true, then the output is true; otherwise, the output is false.

When we use the 6502 for Boolean operations, you must remember that the operations are eight bits wide. Instead of working with one bit at a time, we use all eight bits of a word in parallel. The bits in a byte are independent and do not affect each other in any way -- at least as far as Boolean operations are concerned.

The 6502 has three instructions for performing Boolean operations. These are AND, EOR, and ORA. The first performs an and-operation. For example, consider the following code:

```
LDA     FISH
AND     GOAT
```

This will first Load the accumulator with the value of FISH. It will then And the contents of the accumulator with the contents of GOAT. The result of the and-operation will be left in the accumulator.

The AND-instruction can use an immediate operand if you desire, just as the ADC-instruction can.

The EOR-instruction provides the exclusive-or operator. It works just like the AND-instruction. The ORA instruction provides the or-operator in just the same way.

If you wish to obtain the NOT-operation, just use EOR #$FF; this will invert each bit in the accumulator. Because NOT is so easily reproduced with EOR, there is no special NOT instruction in the 6502.

APPLICATIONS OF BOOLEAN LOGIC

If you have any sense at all, you are probably asking, "What good is all this Boolean nonsense? What would I use it for?" Four applications are available:
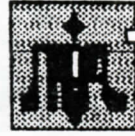
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Program Logic

Many times our programs encounter rather complex logical situations. The program must be able to load a file; if the FMS is in place and there is a diskette in the disk drive, and the diskette has the file we are looking for, or the file specification calls for a cassette load, then we will load the program. Many programming problems involve such Boolean operations, Keeping them straight is certainly a headache.

Masking Bits

Sometimes we need to isolate particular bits in a byte. For example, in Eastern Front (1941) I used the character value to store the unit type. The color of the unit was encoded in the upper two bits of the byte, the type in the lower six bits. If I wanted to get only the unit type, I had to mask out the upper two bits. This I did with the following code fragment:

```
LDA     UNITCODE
AND     #$3F
```

The AND-instruction eliminated the upper two bits, leaving me with just the unit type. Bit-masking like this is useful in many situations. We use it frequently when we pack bits into a byte to save memory. It is also handy with input handling. If you want to read the joystick port, you frequently mask out the bits in turn to see which is active.

By the way, you mask out bits set to 1 with the AND-instruction. You mask out bits set to 0 with the ORA instruction. The logic is reversed.

Setting and Clearing Individual Bits

We also use the AND and ORA instructions to set or clear individual bits within a byte. This is most often useful for handling arrays of flag bits.

Folding Bytes Together

This little fragment of code will fold bytes together:

```
LDA     FISH
EOR     GOAT
AND     MASK
EOR     GOAT
STA     ANSWER
```

This is a magical piece of code. See if you can figure out what it does. Experiment with two values of MASK: $0F and $F0.

CHRIS CRAWFORD ASSEMBLY LANGUAGE COURSE

SHIFT AND ROTATE INSTRUCTIONS

The 6502 also has instructions that allow you to shift the bits around inside a byte. The first of these are the shift instructions. One, ASL, shifts a byte to the left; the other, LSR, shifts a byte to the right. Thus, the byte %01101011, when shifted left, becomes %11010110. Each bit is shifted one position to the left. The leftmost bit is rudely pushed right out of the byte and falls away ("Aaaaaaaaarrrrrggggg!"). A zero is shifted into the rightmost bit. The LSR instruction does the same thing in the opposite direction.

Note that ASL also doubles the value of the byte, while LSR halves it. Two ASL's multiply by four; three multiply by eight. This makes it easy to do simple multiplication, but be careful with round-off error here. What happensif you try to multiply by 256? What do you get if you halve 3?

A variation on the shift instructions are the rotate instructions. There are two: rotate left (ROL) and rotate right (ROR). These function just like the shift instructions, except that the bit that gets shoved into the bottom is not necessarily a zero; it is the contents of the Carry bit. The bit that gets pushed off the edge of the byte goes into the Carry bit, so it is not lost. Thus, if you rotate either way nine times, you'll be right back where you started.

Rotate instructions are a handy way to get a particular bit into the carry bit where you can work on it. Conversely, once you get your desired bit into the carry bit the way you want it, you can put it back into a byte with some rotate instructions.

INCREMENT AND DECREMENT INSTRUCTIONS

The last instructions I will cover are the increment and decrement instructions. These allow you to add one (increment) or subtract one (decrement) from a memory location. These are not considered to be arithmetic operations so they do not affect the Carry flag, nor are they affected by it.

You cannot increment or decrement the accumulator, only RAM locations.
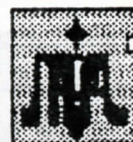
THE ADVENTURER
by Nat Pamplone

As INFOCOM puts it, "THE HITCHHIKERS GUIDE TO THE GALAXY" is beyond question the most mind-boddlingly hilarious story they ever published. I liked it very much but found it more puzzling than other interactive stories

The story begins with you, as Arthur Kent, in your bedroom, soon to have a bulldozer level your home. You better take your gown, analgesic and fluff and take off. Don't forget the mail on the way. Now lie down in front of the bulldozer and wait for Ford Prefect, your alien friend to arrive. Don't get up until Mr. Proser takes your place.

Then your off to the Pub and have three beers before you leave, and buy a cheese sandwich there. Give the sandwich to the hungry dog outside the pub and see what is happening back home. Pick up the device called the Thumb, and push the green button. Holy Mackerel, the Earth has been destroyed and you are in the dark (you'll be there alot).

Now the fun begins. Wait until one of the senses disappear, then type the sense, such as smell. To understand the aliens, you will need a Bable fish in your ear. To get the fish from the dispenser machine, remove your gown and then place it on the hook. Now block the drain with your towel, move the satchel in front of the panel, and place the junk mail on top of it. Push the button---there goes the fish in your ear. Next turn on the switch in the glass case and listen to the recording. After the Captain grabs you, enjoy the poetry and when it is all over, type "(secret word that you will be told)" on the console of the Vector Plotter.

You are now on the Heart of Gold (a super ship) and your problems are just beginning.

Explore the ship and don't be intimated in going in the engine room. Looking three times will finally reveal a Spare Drive (consult the Guide Book often, the one you're carrying, on all the things you find or hear.) Hook up the Drive on the Bridge (you'll need some ATS from the Nutrimat in the Galley). The small plug of the Drive is used and the dangling Bit goes in the ATS (Advanced Tea System). Activate the Drive and your off again in the dark to explore all kind of places.

The places you will randomly visit are 1) On Traal where the Bugblatter Beast rooms. 2) On Damogran in a high-powered speedboat where you assume the character of Phil Zaphod, the president of the Galaxy. 3) At the Party where you are Ms. Trillian. 4)Earth revisited where you become Ford Perfect. 4) The War Chamber and Maze. 5) Inside a Whale. 6) The Vogon ship.

On Trall, take stones and put the towel on your head to confuse the Beast. Then carve your name on the memorial. Remove the towel and take the Interface.

When back on the H.O.G., replace the circuit panel in the Nutrimat with the Interface. Now the fun begins....To save the ship from the missle attack, plug the large plug of the Improbabilty Drive into the large receptacle and activate the

Drive. Now make some real tea on the Nutrimat then put the dangling Bit of the Drive into the real tea. Now when you go in the dark, you don't have to wait until one of the senses disappear.

At the Party examine Arthur then take the Pocket fluff and put it in the handbag. Take what the hostess offers and

In the War Chamber, take the Awl and listen then wait until you find yourself in a Maze. Move around in the maze until you find a black particle. Take the Particle, which is your common sense and the maze is your brain.

When you revisit Earth, you'll be Ford so do whatever he did at the beginning of the story. The important thing to do here is to give Arthur the Satchel fluff.

Now you're on the speedboat. Look under the seat and find the key and cushion fluff. Steer the boat toward the cliff then push the Autopilot button. On Damogran, wait for Trillian. Tell the Guards not to shoot then tell Trillian to shoot the pile of guns. Now enter the Heart of Gold.

Your'e in the Whale now and you need to take the flowerpot.Put it in your Aunt's gift (I guess its a bag of some kind). Push the green button on the Device (the Thumb) and when nothing happens, push the Red button. Show the Guarantee to the Engineer Robot and he will fix it. To get to the dark now, push the green button.

Now take your 4 fluffs and plant them in the flowerpot. After they sprout, go to the sauna where they'll grow much faster. Eat the fruit and you will now be told what tool Marvin will ask for to escape from the Hatch. To solve the riddle about Intelligence, consult the guide. Have both the NO TEA and REAL TEA when you knock on the Screening door. Don't enter yet, until you drink some Real tea. Now ask Marvin to open the Hatch for you. Meet him in the Access Space with the Awl and give to him when he asks for it. That's it, down the hatch and on to a new planet.

Happy Adventuring!
Nat Pamplone

SUMMER GAMES
On the pole vault screen, it's nearly impossible to jump the 6.20 height. Why not go under it? Go through the normal vault procedure, but put in a low pole grip. If you time it right, you'll cruise under the pole and it will count as a successful jump!

M.U.L.E.
If you need an auction plot badly enough, start the auction by holding your joystick forward. If you're flashing while the bids are being offered, the plot's yours. When your bid equals your money on hand, continue pressing the stick up, and the other players will be unable to out-bid you. Remember, you'll get the plot, but you'll be broke, too!

MURDER ON THE ZINDERNEUF
If you finish a game and want to re-play it, take the disk out of the drive and press START. The drive will spin for a few seconds, then the game will start over with the same detective, victim, and killer!

DALLAS QUEST
To get past the giant rat to get the shovel in the barn, put the pair of sunglasses on the owl, and have him attack the rat.
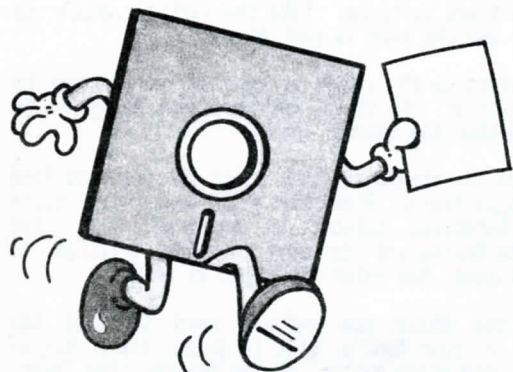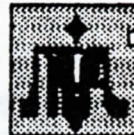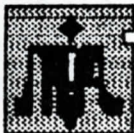
FROM THE DISK OF

Dave Frazer

HELP! This newsletter is getting to you late because every day runs into the next. This is a call for help. We need someone who can handle the distribution of our newsletter. The newsletter distribution person will be responsible for seeing that the newsletter gets from the N.L. editor to the printer and picked up, labeled and delivered to the post office. If you can help, call Roy now!

HOUSEKEEPING: From last meeting; The 'C' class will continue (beginning at 2PM - October meeting) * Basic class will not continue to meet due to lack of interest. We will try again in January will an advanced group. * One 820 printer is available for $40. See me at the meeting. * Disk sales will be on an order basis. Check with the disk librarian for current prices and deliveries.

BOARD MEETINGS: After the October 16th board meeting I will schedule meetings to be held on the fourth Thursday of each month. The change is to allow us to more quickly react to business items from the current month's club meeting and to be able to outline the boards actions in the next news letter.

Each member is welcome to attend your clubs board meeting. We currently meet at the Ground Round Restaurant at Hy 100 and Blue Mound Road. We try to begin at 6:30 P.M.

NEWS LETTER: First, reread HELP! message at the beginning of my column. We can use your help. Secondly, Roy is always looking for submissions from you. For each article we use, you will receive a coupon for a club disk. Do forget the deadline for each issue is the end of the month.

CHRISTMAS PROGRAMMING CONTEST: We will repeat our Christmas program contest again. Categories for children, young adults and adults are available. Graphics and/or music themes are encouraged. See Carl Mielcarek for more details.

OCTOBER MEETING: We are planning a very special music program for October. Demonstration of both Bank Street Music Writer and The Mus. Construction Set will highlighted during the meeting.

The 'C' class will meet in room 107 at 2PM for their first formal class. The kids corner will be open along with all the libraries.

An informal first meeting for the ST sig will meet in the stage area at 2:30PM. If you own or are interested in the ST - come and let your wishes be known.

* * * * * * * *

COME ONE COME ALL!

When a member enrolls a new member he/she can recieve a vocher for a club disk of their choice! No limit! 1 member 1 disk...10 members 10 dis What a deal!

ATARI USER GROUP CONTEST

Activision announces a $500 Atari user group contest for our newest program for owners of Atari 800/XE/XL and compatible systems:

HACKER™

What is **Hacker**? Well, **Hacker** is an exciting mystery about . . . actually we can't tell you what it's about. That would spoil the fun. All we can tell you is that you've accidentally stumbled into somebody's computer system and you don't have a clue as to whose system it is, what they're doing or why it's important to find out.

But then, if you **did** accidentally stumble into someone's computer system, no one would be there to help. You'd have to figure it out for yourself.

What we will tell you about is our **Hacker** user group contest. All you have to do to win is be the first person to send us the following:

* The printout you get when you solve the mystery.

* The black and white sticker which is in the bottom right corner on the back of the package. (It has the number CD-125 at the top.)

Winners will be chosen based on the postmark date on the envelope. There will be a Western and an Eastern United States winner. A $250 cash prize will be awarded to the winner of each region. In case of multiple submissions with the same postmark date, prize money will be divided equally among winning entries.

Send your entries to: Activision
Hacker Contest
P.O. Box 7287
Mountain View, CA 94039

Winners will be notified by mail on or before December 31, 1985.

Good luck to all you hackers out there. Remember, entering the contest is easy, solving the mystery . . . well let's just say it will be an experience you'll never forget.
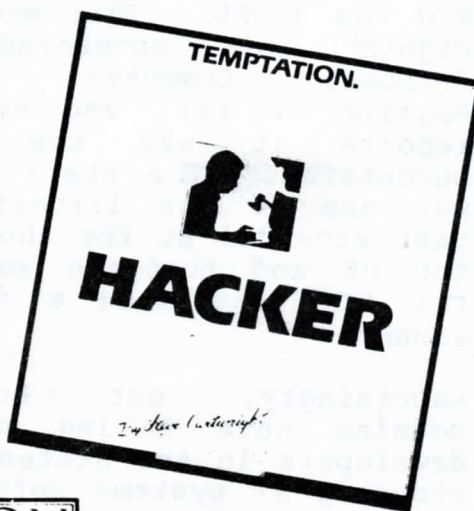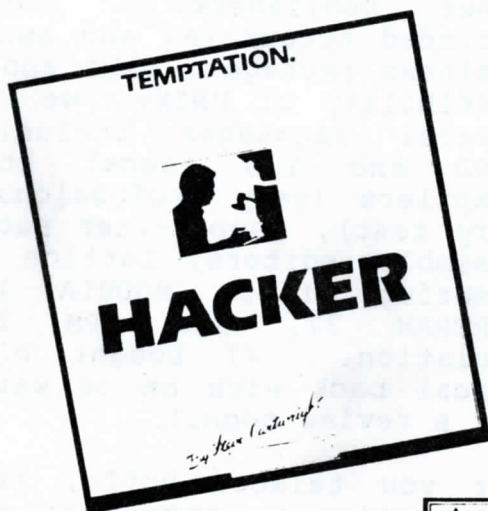
ACTIVISION
HOME COMPUTER SOFTWARE

ANTIC'S LONDON REPORT:

ST RULES BRITTANIA
UK SOFTWARE AHEAD OF USA
by JAMES CAPPARELL, Publisher
(ANTIC just returned from
London, represented there by
Publisher and President James
Capparell, and Marketing
Director Gary Yost. Here's
their report.--ANTIC ED)

9/8-This article is being
written on a Pan Am flight
returningto San Francisco from
London. What did we learn
overseas? Well, there's five
pence to a shilling...the
people are extremely nice and
the enthusiasm for Atari is
excellent. But the weather in
London is awful and pubs close
at 11 pm.

Our most exciting discovery
was the extreme enthusiasm for
the Atari ST we found at the
Personal Computer World Show
held September 4-8 at London's
Olympia Hall. Over 50,000
people got their first
opportunity to see the 520ST
and the 130XE. This was the
eighth show sponsored by
Personal Computer World
Magzine so far, and by all
reports it was the most
successful. The Atari booth
was one of the largest and
best attended at the show. In
the UK and European market,
the ST looks like a strong
winner.

Suprisingly, our British
cousins have a leg up on
developers in the States with
stunning ST systems software,
business software and games
all ready for market. Perhaps

because they are used to
programming for the Sinclair
QL, a 68008 machine, they were
primed and ready for the ST.
The QL was a big disapointment
with its small memory and
slowness. So for Britons, the
ST seems like the QL that
never was. And the British
are much more open to
developing for a new, unproven
machine than American
companies are. Big Blue Mania
has not set in, as the British
think the IBM line is far too
costly.

Atari Corp. was well
represented with a large
contingent from the states.
Jack and Leonard Tramiel, Sig
Hartmann, Sig Schreyer and
Shiraz Shivji flew in from
Sunnyvale. Additional support
from Atari UK, (an excellent
organization, I might add)
came from Les Player, Robert
Katz and Jon Dean. I was
pleased to also see German,
Swiss and French Atari
representatives.

We found some excellent
languages and software
products you will soon see
from the Antic Catalog or
other publishers. These
included accounting and small
business packages, LANs and a
possibility of UNIX. We saw
several languages including
UCSD and ISO Pascal code
compilers (very professional,
very fast), super-fast macro
assembler-editors, Lattice C,
Cambridge Lisp, MODULA II,
FORTRAN 77, and CPM 2.2
emulation. (I bought UCSD
Pascal back with me so watch
for a review soon.)

For you telecom buffs, it's
interesting to note that the
first truly Hayes-compatible
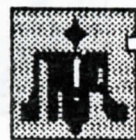
modem for the Atari was introduced at the show. It costs 399 pounds and contains six different protocols, including two for videotex graphics -- the one area in telecommunications where the English have a significant lead on us.

An animated game called Brattacas from Psygnosis Ltd. drew major crowds at the show. It had already been in development for the past two years on SAGE 68000 systems. So it was ready to be ported to the Atari ST and was brought to beta level just a few weeks ago. Brattacas features cover art by fantasy artist Roger Dean. Better than arcade quality color characters move in a sophisticated scenario where the 520ST's graphics capabilities are exploited more than in any other program we've seen so far.

In an enclosed glass room was a 260ST with one megabyte of RAM. Basically, it was a 1040ST with a built-in floppy, but still a prototype. Alongside it, a 520ST with color monitor attached to a 10 megabyte hard disk was displaying pictures at blinding speed during the entire show.

As an interesting twist, an Israeli political cartoonist, Yakov Kirschen , (famous for his "Drybones" character in the Jerusalem Post) was featured in an front page article in the Sunday London Times. In the photograph, he was showing a 520ST interactive cartoon character which demonstrated how artificial intelligence can be applied to computers. His character can actually relate to the user. More on this after we interview Kirschen tomorrow during his visit to our office in San Francisco.

Also upcoming is a story about all the Atari products at the show, not just what was shown at the Atari booth, including a Zoids game and a demo of Jeff Minter's psychedeliC Colourspace light synthesizer for the XL/XE and the 520ST. This does for color what the synthesizer did for sound, and gives you a light show on your micro.

On the 8-bit front, we found out that the official Atari UK 8-bit software catalog of over 600 titles contains 54 Antic Catalog products distributed by Software Express International, Antic's European distributor. Additionaly, Atari UK issued a press release during the second day of the show with a list of 10 formally "Atari-approved" titles. We're proud to announce that the Antic Catalog's Earth Views and Space Base are among these first ten titles.

Antic has signed a number of publishing agreements with UK authors. This means the Antic Catalog will soon be bringing you lots of ST packages including development languages, systems software, business and productivity packages, utilities and games.

I would say that anyone who still doesn't believe that Atari and the ST are for real -- isn't for real. It's a great product at a great price (750 pounds in the UK)
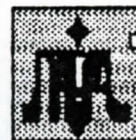
and has a growing list of developers. We saw a list of 450 developers in the UK alone. The day after the show closed, UK ST Product Manager Bob Katz returned to his office at 9 a.m. and found eight checks for development systems that had arrived by courier from developers who were itching to get started.

We were introduced to many fine Atari friends during our stay and were pleased to discover that our Atari community is just as enthusastic and supportive in London and UK as in the United States.

Those of us who have long been so loyal and dedicated no longer have to feel embarassed about being Atari fans. We have the fastest machine at the best cost and a growing development network. Watch Antic for ongoing Atari news from the states and around the world.

REPRINTED FROM COMPUTER SQUAD

THE PIRATE ADVENTURE BY SCOTT ADAMS

Grab the crackers, sneakers and rum, and go stairs. Get book. A secret passage is revealed! Go passage, then East. Get the torch and duffel bag, then examine the bag. Some matches will fall out. Drop the bag (you won't need it), and get the matches. Go West twice. Read the book, which tells you that the magic word is "Yoho." Go Window, and say the word. You're now on a sandy island beach. Drop the book and sneakers, then go East. There's a shack here, so see what's inside. Go Shack. There's a pirate, a chest, and a parrot. The pirate's thirsty, so give him the rum. He takes it and runs off! Now it's your turn to run off, since you don't need the parrot right now, and you can't open the chest yet. Go West, then East, which brings you to the cave-ridden hill. Go Path, and you're at the top of the hill. There isn't much here except a crack, but it looks like you just might make it through, so go crack. This brings you into a cave, which is a bit dark, so you had better light the torch. That's better! Now you can see that there is a shed here, as well as some lumber and sails. Go into the shed, pick up the hammer and the water wings, then head North, and go back through the crack. Unlight Torch (because it won't last forever), then go back down the hill

and continue West until you return to the beach. Drop the wings, torch, matches, and sack, and get the book and sneakers. Say the magic word, and you will find yourself back on the window ledge again. Go inside, and make your way to the secret passage. Head East, and find the pirate sleeping off the rum. Don't disturb him; just pick up the empty rum bottle and tiptoe out again. Now go downstairs to where the rug is. The rug is nailed down, so get nails, then get rug. Underneath is a ring of keys. Drop the rug, get the keys, and head on back upstairs to the window ledge. Say the magic word once again. On the beach, drop the book, hammer, sneakers, and nails, then get the water wings and go lagoon. The tide should be coming in now. If it isn't, you'll have to wait for it. Go North, and you will be in the ocean. Get the fish, and also some water. Now go South twice to the beach. Drop the wings, get the torch and matches, and move along East twice to the bottom of the hill. Light the torch and go down. Hungry-looking crocodiles! Good thing you have the fish with you! Feed the crocs, drop the bottle, and unlock the door. Go hall and East. There are lumber and sails here (you didn't really think you could drag this stuff out through the crack, did you?). But first, go into the shed and get the shovel. Now pick up the lumber and sails, and go West into the hall. From there, go to the pit, go up, then West, and you're out of the cave. Time to unlight your torch and yet another trip back West to the beach. Once there, drop the lumber, sails, torch, and matches, and return to the shack. Now you can open the chest with your keys. Look inside twice, because there are two items there: a map and plans for building a pirate ship. Get both of those and the parrot and, once again (sigh!), go back to the beach. Wait for the tides to change, then go into the lagoon again. This time, the tide should be out, and you can dig up the anchor. Get that, and go back South to the beach. Drop the anchor. The magic moment is almost here. Build ship, and there, by golly, is a pirate ship! However, before you go sailing off on the bounding main, you do need someone to run the ship. Drop the plans now. Grab the sneakers and book, and say "Yoho." Now go wake up the pirate, and return to the beach. Drop the book and sneakers again, then go ship, and set sail. Finally! Treasure Island! Go to the beach and dig. The pirate will grab some of the rum and take off. Now go South through the graveyard (being careful not to awaken the pirate), then East into a field. Pace 30, then dig, and you will uncover a wooden box. Get that, then drop the shovel and go Monastery.

Oh boy! Deadly black mamba snakes! Good thing you still have the parrot with you. Drop the parrot. He will chase off the snakes, and you can pick up the dublns. Head West twice, wake the pirate, then go North to the beach. Go ship and set sail. You're back on the pirate's island now. Go beach and get the hammer. Open the box and get the stamps. Drop the hammer and box, and get the book and sneakers. Say "Yoho," then go inside and down the stairs. Drop the two treasures and say "Score."
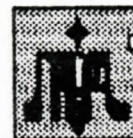
FUZZY NOLAN REVIEW (con't)

putting together a Mac-like TV ad campaign that was pretty good, for a copycat type ad. Commodore plans to launch a print ad that lists its almost 700 Amiga dealer base. Will any of this keep the wolf form the door? Amiga will in all probability not make much of a dent in the business market and will have to drop the price some to draw a large part of the home market its way. Atari will have to allay the fears of software houses and dealers about its commitment to them to have a chance of success. Whether or not either of them can do enough soon enough is the big question.

That's about it for this month, see you on the 19th....................

ST UPDATE - RSN
by Roy Duvall

RSN stands for Real Soon Now!

The software I have seen or purchased includes:

Hippo C by Haba
4 x FORTH by Dragon Group
ST Writter by Atari (pre release)
PC/InterComm- Mark of the Unicorn
Hitch Hikers Guide by Infocom
A Mind Voyaging by Infocom
Neocrome by Atari (pre release)
Express by Mirage Concepts
Basic by Atari (pre release)
Mudpies by MichTron
Chat by SST Systems
Checkminder by Haba
Logo by Atari

Lots of demos rumors and waiting. But it is beginning to get exiciting!

The DRI Apple out of court settlement has not been commented on by Atari as of yet. This could be a big blow for the Xmas season. GEM must or is being rewritten to be unmacintoshed.

ED CETERA
by Roy Duvall

We are trying to continue to improve (read change) the newsletter. It is imperative that I or the board receive your comment, suggestions, and feedback so the newsletter meets your needs.

I am very happy to report my INDUS GT disk drive was replaced and returned in record time (about 3 weeks). Good job INDUS here's hoping you don't suffer the same fate as your ex. (rana).


I must also report a failure on my part to write a review on the PAPERCLIP word processor by BATTERIES INCLUDED. My alibi is my 520ST. It's a good Word processor, but a little sophisticated for a novice writer. The pluses still outweigh the minuses. Look for a full review soon.

NOTICE
As an incentive to increase reader involement we are establishing the following program. Members can receive their choice of club disk for an article or illustration used in the newsletter. No maximum. Board members excluded. (Sorry Gary)

Q*BERT
Send Q*bert into space without a disk! On the first screen, hop down four squares on the right side, then hop onto the disk. As soon as it turns yellow from Q*bert's touch, pause the game and start over. Keep pressing the hop button. When he's just about to appear, move the joystick to the right. When Q*bert jumps two squares down to the right, immediately move him back to the first square he landed on (not the one he appeared on) then jump to the middle square and change colors of the other squares opposite the right side. Then hop to the top square and jump off into space. If you've done this correctly and kept your finger on the button at all times, you should land on the "invisable pyramid".
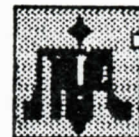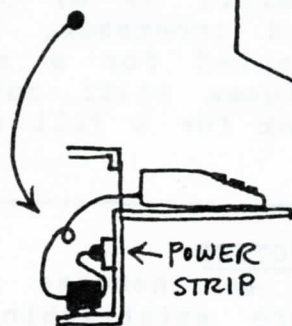
COMPUTER TABLE

MADE WITH **ONE SHEET** OF 3/4" PLYWOOD.
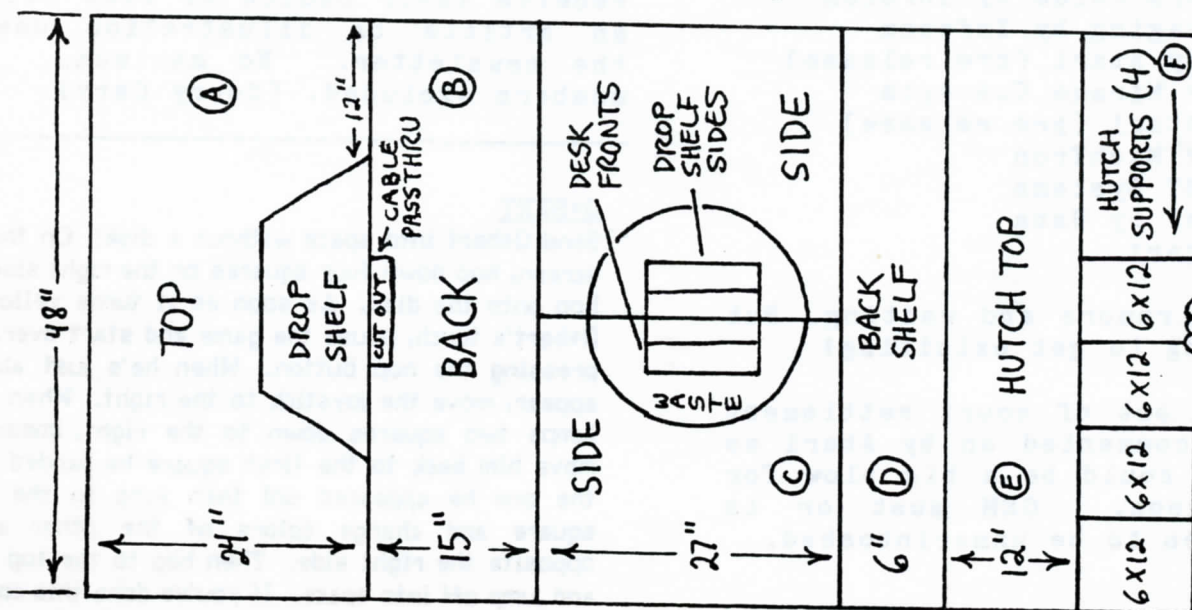
USE 1½" HEADLESS NAILS AND GLUE FOR A NEATER LOOK.

POWER UNITS SIT ON BACK SHELF, OUT OF SIGHT.

← POWER STRIP

(YOU CAN TAILOR THE DROP SHELF TO THE SIZE OF YOUR COMPUTER. THE ONE SHOWN IS FOR AN 800XL.)

THREAD POWER, MONITOR, AND I/O CABLES THRU OPEN AREA BEHIND DROP SHELF AND THRU BACK. I USE A POWER STRIP MOUNTED ABOVE THE BACK SHELF TO SAVE OUTLETS. YOU CAN STAIN OR PAINT THE FINISHED PRODUCT, OR LEAVE IT "NATURAL" LIKE MINE.

DESK DIMENSIONS ARE: 4 FT. WIDE, 2 FT. DEEP, 27 IN. HIGH.

TRY IT!

Ⓐ TOP	Ⓑ DROP SHELF / CABLE PASSTHRU	BACK	SIDE		HUTCH SUPPORTS (4) Ⓔ
24"	12"	DESK FRONTS / DROP SHELF SIDES	PASTE	SIDE	6x12 6x12 6x12 6x12
	15"	27"	Ⓒ SIDE	Ⓓ BACK SHELF 6"	Ⓔ HUTCH TOP 12"

48"

TO CUT CIRCLE: FIND CENTER OF PANEL Ⓒ. TAP IN A SMALL NAIL. TIE A PIECE OF STRING TO A PENCIL AND THEN TO THE NAIL, LEAVING 12" SLACK.

MILWAUKEE AREA ATARI USER'S GROUP AND NEWSLETTER INFORMATION

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	Bill Lawrence	968-3082

Copyright Library

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NEWSLETTER INFORMATION

This newsletter is written and printed by members of the Milwaukee Area ATARI User's Group [MILATARI]. Opinions expressed in this publication are those of the individual authors and do not necessarily represent or reflect the opinions of the Milwaukee Area Atari User's Group, its officers, its members or its advertisers except where noted. Articles reprinted from bulletin boards and other newsletters are presented as an information exchange, no warranty is made to their accuracy or factuality.

Your contributions of articles are always welcome. You may submit your article on ATARI compatible cassette or diskette, on typewritten form or you can arrange with the editor to upload your file via modem. You can send Graphics eight or seven plus screens stored on disk in Micropainter or Micro Illustrator formats.

Other computer user groups may obtain copies of this newsletter on an exchange basis.

Milwaukee Area Atari User's Group

MILATARI is an independent, user education group which is not affiliated with ATARI INC. The newsletter is the official publication of MILATARI and is intended for the education of its members as well as for the dissemination of information concerning ATARI computer products.

MILATARI membership is open to individuals and families who are interested in using and programming ATARI computers. The membership includes a subscription to this newsletter and access to the club libraries. The annual membership fee is $15 for individuals or $20 for a family.

Vendors wishing to display and/or sell items at MILATARI meetings must make prior arrangements with the club vice president. Rates are $10 per meeting or $90 per year payable in advance.

All material in this newsletter not bearing a COPYRIGHT message may be reprinted in any form, provided that MILATARI and the author are given credit.

MILATARI ADVERTISING RATES

This newsletter will accept camera ready advertising copy from anyone supplying goods and services of interest to our membership.

Current paid members of MILATARI may place classified ads in the newsletter at no charge.

Advertising Rates

Full page	$37.50
Half page	$20.00
Quarter page	$12.50
Business card	$2.00

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